GAME & WATCH™

TABLE TOP

MARIO'S CEMENT FACTORY™ (CM-72)

INSTRUCTION

Nintendo®

http://www.replacementdocs.com

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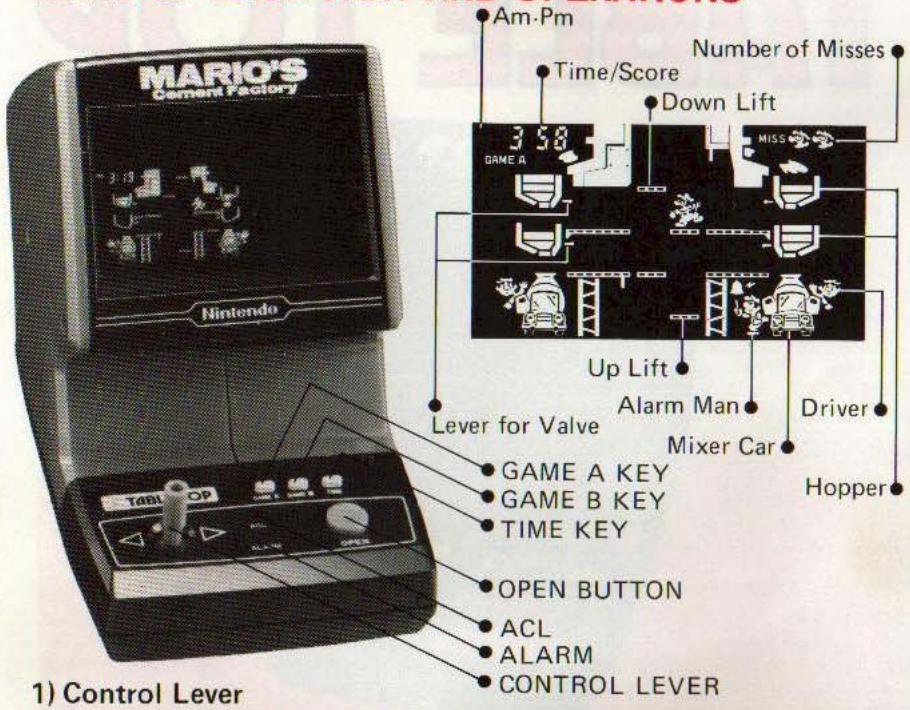
NAME OF EACH PART AND OPERATIONS



1) Control Lever

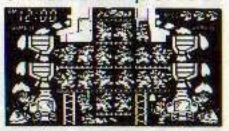
◁ ○ ▷ — ◁ Moves Mario left. ▷ Moves Mario right.

2) Open Button: Press when Mario is next to one of the 4 hoppers and he opens the valve on the hopper.

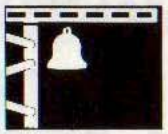
TIME SET

Push ACL switch lightly with a sharp-pointed instrument. Do not hold down. A display will appear as illustrated.

By moving Control Lever, you control the hours. Open Button controls the minutes. When you have set the desired time, press the TIME key and the clock will start. Pattern moves every second. To set the time without canceling max. score or alarm time setting, press TIME key and, while holding it in, press and release ALARM switch. (If ACL switch is pressed for extended period of time, battery life is shortened considerably.)



ALARM SET



Push ALARM switch lightly with a sharp-pointed instrument. Bell mark should appear. (If Bell mark does not appear, push again.) Alarm is set when Bell mark is on the screen.

By moving Control Lever you will control the hours. Open Button controls the minutes. After setting numbers in above manner, push TIME key to set the alarm time. Check the AM/PM setting of time.

When pre-set alarm time is reached, Alarm man rings the bell. He rings the bell for about one minute. To turn off manually, press TIME key. Alarm man rings the bell without sound during game play.

Push TIME key to check the alarm time. It is indicated while the key is depressed.

HOW TO PLAY

In Cement Factory. Mario is operating 2 concrete mixers, feeding concrete into the hoppers. The hoppers are in two stages, located left and right. Lifts go up and down. Mario has to hop on and off the lifts to do his job. Three loads of concrete fill the hopper. Any more, and the concrete spills over and onto the truck driver. Mario has to ride the lifts up and down to open the valves on the hoppers, which control the release of the concrete. Concrete moves from upper hoppers to lower hoppers, from lower hoppers to trucks, on each side of the screen. With no spills! Look out!

THE BEGINNING OF THE GAME

Press the Game key A or B, and highest previous score in Game A or B will be displayed. When key is released, game starts.

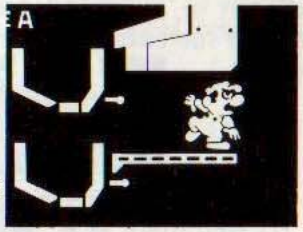
*To erase high score from memory, press ACL switch or remove batteries.

*A game is not interrupted even if TIME key or other game key is depressed during game play

*Game A is for beginners and average players. Game B is for the pros. In Game B, it requires more coordination, technique and timing.

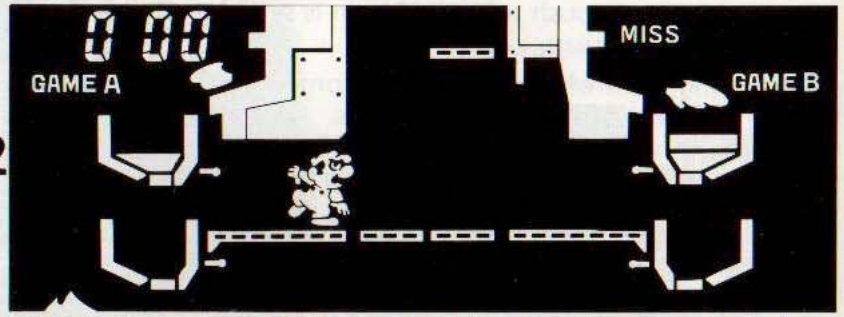
THE OPERATION OF CONTROL LEVER AND BUTTON

1



At start of game, Mario appears on the upper left scaffold.

2

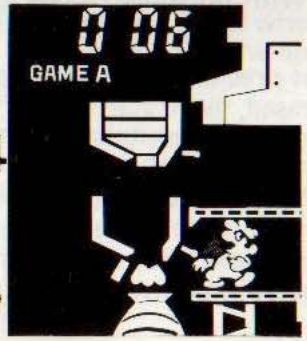


Concrete pours out of chute at the top of screen into the left and right hoppers.

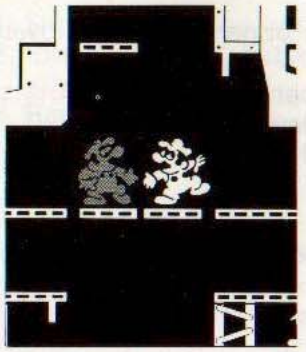
3

The hoppers have to be emptied before they reach their limit. Each hopper holds 3 loads of concrete. Move Mario to the hopper levers and get him to open the hoppers by pressing OPEN button. The concrete will flow to the next lower position: from upper hoppers to lower, from lower hoppers to trucks. Only one load of concrete flows with each press of the button.

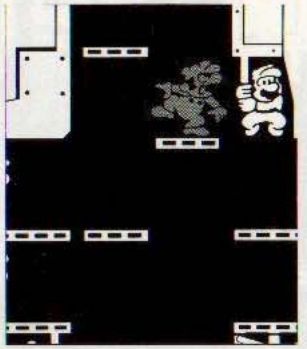
4



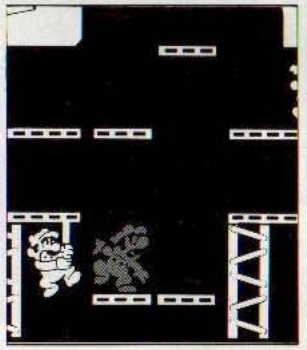
When one of the upper hoppers is full, a warning signal sounds. Move Mario fast to open it. And watch the bottom hoppers, too.



When a lift is on the same level as the scaffold that Mario is standing on, he can ride it up or down by moving him left or right with the Control Lever.



If Mario rides a lift up and cannot jump onto a down lift, moving Control Lever right lets him grab a pipe. To get off, he has to move to the left when up and down lifts are lined up, to cross over to down lift . . . and he has to move fast!



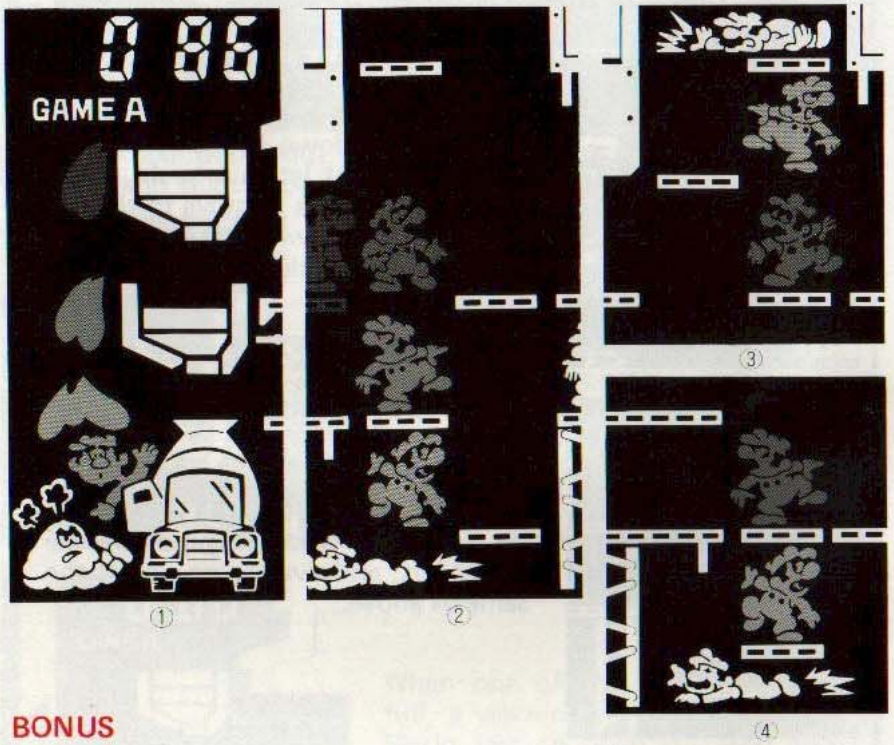
If Mario rides a lift all the way down, he can grab another pipe on the lower left, and over to an up lift the same as above.

POINTS

*For each load of concrete emptied from upper hopper to lower hopper: 1 point.
*For each load emptied from lower hopper into truck: 2 points.
*With each 100 points earned, a melody plays.
(Maximum displayed score is 999 points.)

MISSES

1) When concrete overflows a hopper and lands on truck driver below. (A warning signal sounds when an upper hopper is full.)···①
2) When Mario tries to get on a lift and misses.·····②
3) When Mario rides a lift up to the ceiling. ·····③
4) When Mario rides a lift down to the basement. ·····④

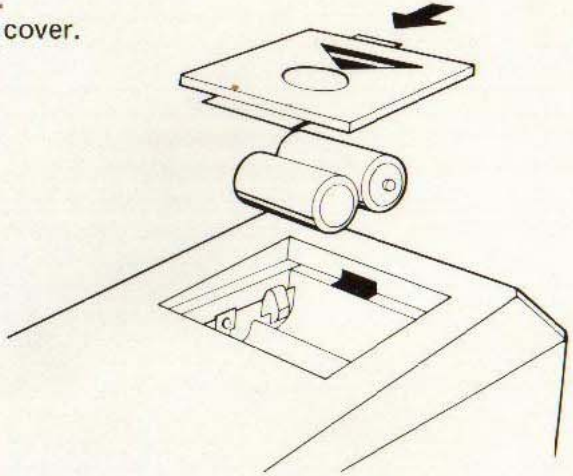


BONUS

When 300 points are reached, a fanfare sounds and all misses are canceled. If there are no misses, game goes into "CHANCE TIME". Score board flashes for 70 to 80 seconds. Both lower hoppers remain open. Mario has to watch only the upper hoppers.

TO INSTALL BATTERIES

1. Slide off cover on bottom of game in direction of arrow.
2. Insert two "C" batteries, with + and − terminals as shown on diagram.
3. Replace cover.



* Two "C" batteries are required. (Batteries are sold separately.)
* When batteries are weak, screen becomes faint and hard to see, and sounds are weak or do not function. Replace batteries. Leaving old batteries in game can cause damage.

CAUTIONS

1. Do not use pencil or pin when pressing ACL or ALARM switch.
2. This unit is made of precise electronic components. Avoid storing or playing the unit in extreme temperatures. Avoid dropping unit.
3. The response speed may slow down or the lighting may fail at low temperatures. As the liquid crystal is destroyed at high temperature, never leave the unit in a car which is exposed to direct sun light.
4. As exhausted batteries will give an adverse effect to the unit, replace them without delay. (If the battery is exhausted, the display of the liquid crystal will become vague and difficult to look at.)
5. Do not cover the upper side of the unit. Light is required to enter the unit from the upper side.
6. Do not place hand in the screen part of the game.
7. Wipe any dust with a soft dry cloth.
8. Do not use volatile oils such as thinner or benzine and alcohol for wiping.

SPECIFICATIONS

Dimension:	132mm(W) x 182mm (H) x 235mm(D)
Battery:	Two "C" batteries (not included)
Life of the battery:	Approx. three years
Accuracy of the clock:	Average daily differential within ±3 secs. (under normal temperature)
Working temperature:	50°F ~ 104°F (10°C ~ 40°C)

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